

# Hive Fleet Proteus Biomorphs

## CHIROPTEROUS WINGS

20 points

Permits the Tyranid to fly short distances instead of its normal move. A flying Tyranid can move up to a distance of **18"**, reaching a height sufficient to clear most obstacles, vehicles and models. Woods and single-story buildings reduce the jump to **12"**. Roll a Scatter Die for the flying model as it lands; an arrow indicates that the model scatters **D3"** in the indicated direction from its desired landing point. If the model has declared a charge, it may move up to **4"** after it lands to engage in hand-to-hand combat. A model may fly, then shoot, but it can't use a Move-or-Fire weapon. Models using Chiropterous Wings do not receive the **-1** to hit penalty for firing at a fast-moving target.

TYRANID HIVE TYRANT AND TYRANID WARRIORS ONLY

## PSYCHOTROPIC STING

15 points

Automatically strikes at the start of hand-to-hand combat against a single enemy model in base-to-base contact, before any Attack Dice are rolled and regardless of whose turn it is. Roll to hit as normal, using the Tyranid's Ballistic Skill. The model using the sting gains no bonus Attack Dice during the close combat phase.

Strength	Damage	Save Modifier	Armour Penetration
6	1	-2	D6+6

Psychotropic Venom: When used against living targets; if a hit is scored, make saving throws as applicable, but no Strength/Toughness roll is needed. Living models that lose a wound due to Psychotropic Sting (and survive) must immediately roll on the Hallucinogen Effect table. Apply the effect as described. Daemons, Eldar Avatars, Tyranids and Genestealers are unaffected by psychotropic venom.